

# Matthew Cheung

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## technical skills

Languages:  
Frameworks/Libraries:  
Tools:

Python, Java, JavaScript, C/C++, HTML/CSS, Bash, Verilog, Lua  
React.js, Next.js, TailwindCSS, Linux, TensorFlow  
Figma, AutoCad, Adobe XD, MATLAB, Canva, Visio

## projects

### Tetris Game + AI

Python, Pygame

01/2022 - Present

Developed Tetris in Python through Pygame with an AI that plays it.  
Leveraged OOP principles to implement rotation, block types, and logic in the program.

### Portfolio Website

CSS/HTML, Tailwind CSS

09/2021 - Present

Created a responsive personal website using HTML/CSS, and Tailwind CSS framework. Designed and prototyped website on Figma, focusing on optimizing user experience and reflecting personal style.

### McMaster Projects

Verilog, Intel Quartus,  
Python, Quanser Labs

09/2020 - 04/2021

Designed complex logic systems through Intel's DE1-SoC Board with Verilog, including ALUs, signal taps and hardware compatibility.

Developed a high-fidelity recycling-transport system using Python on Raspberry Pi's, simulated in Quanser Labs Software.

## experience

### Technical Coding Instructor

Code Ninjas

06/2022 - 09/2022

Conducted one-on-one accelerated programming sessions in a competitive summer camp, measuring and tracking data. Topics included Java, Python, C++ and JavaScript.

Designed and conducted engaging workshops for members to participate in, with over 65% of my students enrolling my additional programs.

### Program Coordinator

Marianne Home

09/2018 - 12/2020

Effectively led a team of 5 members to plan and execute interactive and engaging events for clients, keeping a 100% punctuality record and learning professionalism and work responsibility in a high pressure environment.

## education

### McMaster University

Bachelor of Applied Science  
Software Engineering

09/2021 - 04/2022

Coursework of human-computer interaction, the design and application of efficient and reliable software, and subsequently the operation and maintenance of the programs.

## courses + interests

Data Structures & Algorithms,  
Object-Orientated (Java),  
Computer Architecture

Interaction and visual design,  
research & strategy, information  
architecture, machine learning

In love w/ philosophy, psychology,  
visual arts, piano, reading, badminton,  
video games, and so much more.